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1 Reading text from computer screens

Carol Bergfeld Mills, Linda J. Weldon

December 1987 **ACM Computing Surveys (CSUR)**, Volume 19 Issue 4

Publisher: ACM Press

Full text available: pdf(3.33 MB) Additional Information: full citation, abstract, references, citings, index terms, review

This paper reviews empirical studies concerning the readability of text from computer screens. The review focuses on the form and physical attributes of complex, realistic displays of text material. Most studies comparing paper and computer screen readability show that screens are less readable than paper. There are many factors that could affect the readability of computer screens. The factors explored in this review are the features of characters, the formatting of the screen, the contras ...

2 Interactive posters: Streaming thumbnails: combining low resolution navigation and RSVP displays

D. T. Lawton, E. J. Feigin

April 2000 **CHI '00 extended abstracts on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(439.31 KB) Additional Information: full citation, abstract, references

We introduce ***Streaming Thumbnails (STs),*** which combine RSVP displays and low-resolution thumbnails to enable reading complex documents in very limited areas. STs improve browsing because detailed textual information can be accessed from a thumbnail without viewing a document at full resolution. STs improve RSVP reading because they provide context and navigation control. Streaming Thumbnails are directly applicable for viewing documents and web pages on hand held PDAs.

Keywords: PDAs, RSVP displays, browsing, reading, thumbnails

3 The alphaslider: a compact and rapid selector

Christopher Ahlberg, Ben Shneiderman

April 1994 **Proceedings of the SIGCHI conference on Human factors in computing systems: celebrating interdependence**

Publisher: ACM Press

Full text available: pdf(1.03 MB) Additional Information: full citation, references, citings, index terms

Keywords: Alphaslider, dynamic queries, menus, selection technology, widget

4 Short papers: Searching for optimal methods of presenting dynamic text on different types of screens

Jari Laarni

October 2002 **Proceedings of the second Nordic conference on Human-computer interaction NordiCHI '02**

Publisher: ACM Press

Full text available: pdf(232.78 KB) Additional Information: full citation, abstract, references, citings, index terms

Automatic dynamic presentation methods (e.g., vertical scrolling) are thought to be viable alternative means to present text on small-screen interfaces. Here we studied what is the most suitable method for different types of screens (for a laptop, a palm-type pocket computer, a communicator and a mobile phone). Reading rate and comprehension data suggest that there is an optimal screen type for each presentation method. The recommendations based on performance measures, however, differ from thos ...

Keywords: dynamic text, efficiency, reading, small-screen interface

5 RSVP Browser: Web Browsing on Small Screen Devices

O. de Bruijn, R. Spence, M. Y. Chong

January 2002 **Personal and Ubiquitous Computing**, Volume 6 Issue 4

Publisher: Springer-Verlag

Full text available: pdf(171.91 KB) Additional Information: full citation, abstract, citings, index terms

In this paper, we illustrate the use of space-time trade-offs for information presentation on small screens. We propose the use of Rapid Serial Visual Presentation (RSVP) to provide a rich set of navigational information for Web browsing. The principle of RSVP browsing is applied to the development of a Web browser for small screen devices, the RSVP browser. The results of an experiment in which Web browsing with the RSVP browser is compared with that of a typical WAP browser suggests that RSVP ...

Keywords: Mobile Internet, Mobile communication, Navigation, Rapid serial visual presentation, Small screen devices, WAP, Web browsing

6 Section 04: reflecting on practice: The roads not taken: detours and dead ends on the design path of speeder reader

Maribeth Back, Steve Harrison

June 2002 **Proceedings of the conference on Designing interactive systems: processes, practices, methods, and techniques**

Publisher: ACM Press

Full text available: pdf(109.70 KB) Additional Information: full citation, abstract, references, index terms

Speeder Reader is an experimental reading device that combines dynamic typography for speed reading (using RSVP, or Rapid Serial Visual Presentation) with the driving controls used in videogame speed racing. It was designed as one of eleven innovative reading experiences in "XFR: Experiments in the Future of Reading," a museum exhibit examining the intersections of reading and technology. We highlight the design arc of this particular exhibit, Speeder Reader, against the development of the rest ...

Keywords: RSVP (Rapid Serial Visual Presentation), design process, dynamic text, exhibit design, innovation, interaction design

7 Rapid visual flow: how fast is too fast?

Andrew Wallace, Joshua Savage, Andy Cockburn

January 2004 **Proceedings of the fifth conference on Australasian user interface -**

Volume 28 CRPIT '04
Publisher: Australian Computer Society, Inc.
Full text available: pdf(201.10 KB) Additional Information: full citation, abstract, references

It is becoming increasingly common for user interfaces to use zooming visual effects that automatically adapt to user actions. The MacOs X 'dock' icon panel, for instance, uses a fisheye distortion to assist users in targeting items. Another example is 'speed-dependent automatic zooming', which has been shown to improve scrolling by automatically varying zoom level with scroll speed-when scrolling fast the document is zoomed out, but when scrolling slowly the document is fully zoomed in. When im ...

Keywords: magnification, scrolling, speed, visual flow, zooming

8 Rapid serial visual presentation techniques for consumer digital video devices
Kent Wittenburg, Clifton Forlines, Tom Lanning, Alan Esenther, Shigeo Harada, Taizo Miyachi
November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology**
Publisher: ACM Press
Full text available: pdf(875.05 KB) mov(4:21 MIN) wmv(4:21 MIN) Additional Information: full citation, abstract, references, citings, index terms

In this paper we propose a new model for a class of rapid serial visual presentation (RSVP) interfaces [16] in the context of consumer video devices. The basic spatial layout "explodes" a sequence of image frames into a 3D trail in order to provide more context for a spatial/temporal presentation. As the user plays forward or back, the trail advances or recedes while the image in the foreground focus position is replaced. The design is able to incorporate a variety of methods for analyzing or hi ...

Keywords: RSVP, TV interfaces, consumer devices, multimedia interfaces, rapid serial visual presentation, video browsing

9 Short talks: any one: universal design: The AirBook: force-free interaction with dynamic text in an assistive reading device
Maribeth Back, Margaret H. Szymanski
March 2001 **CHI '01 extended abstracts on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(183.51 KB) Additional Information: full citation, abstract, references, index terms

We describe a prototype of the AirBook, an assistive reading device that combines dynamic text (especially RSVP, that is, rapid serial visual presentation) with force-free capacitive field sensors to create a simple, easily controlled assistive reading device. This reader is designed to assist people with visual disabilities (like dyslexia, loss of fine motor control or loss of contrast sensitivity) by giving them more control over font size and contrast. It's also for people with upper-body dis ...

Keywords: RSVP, assisted reading, capacitive field sensors, dynamic text, force-free interaction, interaction design, interaction metaphors, kinetic text, navigation, speed reading

10 Short papers: Designing for small display screens
Lari Kärkkäinen, Jari Laarni
October 2002 **Proceedings of the second Nordic conference on Human-computer interaction NordiCHI '02**
Publisher: ACM Press
Full text available: pdf(210.94 KB) Additional Information: full citation, abstract, references, index terms

Wireless access to the Internet via PDAs (personal digital assistants) provides Web type

services in the mobile world. What we are lacking are design guidelines for such PDA services. For Web publishing, however, there are many resources to look for guidelines. The guidelines can be classified according to which aspect of the Web media they are related: software/hardware, content and its organization, or aesthetics and layout. In order to be applicable to PDA services, these guidelines have to b ...

Keywords: guidelines, personal digital assistant, world wide web

11 Small devices 2: Summary thumbnails: readable overviews for small screen web browsers

Heidi Lam, Patrick Baudisch
April 2005 **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(2.18 MB) Additional Information: full citation, abstract, references, index terms

In order to display web pages designed for desktop-sized monitors, some small-screen web browsers provide single-column or thumbnail views. Both have limitations. Single-column views affect page layouts and require users to scroll significantly more. Thumbnail views tend to reduce contained text beyond readability, so differentiating visually similar areas requires users to zoom. In this paper, we present *Summary Thumbnails*-thumbnail views enhanced with readable text fragments. Summary Th ...

Keywords: PDA, overview, semantic zoomingblutwurst, small screen device, thumbnail view, web browsing

12 Papers: novel input, output, and computation: WebThumb: interaction techniques for small-screen browsers

Jacob O. Wobbrock, Jodi Forlizzi, Scott E. Hudson, Brad A. Myers
October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology**
Publisher: ACM Press
Full text available: pdf(345.48 KB) Additional Information: full citation, abstract, references, citings, index terms

The proliferation of wireless handheld devices is placing the World Wide Web in the palms of users, but this convenience comes at a high interactive cost. The Web that came of age on the desktop is ill-suited for use on the small displays of handhelds. Today, handheld browsing often feels like browsing on a PC with a shrunken desktop. Overreliance on scrolling is a big problem in current handheld browsing. Users confined to viewing a small portion of each page often lack a sense of the overall c ...

Keywords: handheld devices, interaction techniques, kinetic typography, small displays, thumbnails, web browsing, zooming

13 Managing images: Automatic browsing of large pictures on mobile devices

Hao Liu, Xing Xie, Wei-Ying Ma, Hong-Jiang Zhang
November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(708.49 KB) Additional Information: full citation, abstract, references, citings, index terms

Pictures have become increasingly common and popular in mobile communications. However, due to the limitation of mobile devices, there is a need to develop new technologies to facilitate the browsing of large pictures on the small screen. In this paper, we propose a novel approach which is able to automate the scrolling and navigation of a large picture with a minimal amount of user interaction on mobile devices. An image

attention model is employed to illustrate the information structure within ...

Keywords: adaptive content delivery, attention model, browsing path, form factor, image adaptation, information foraging

14 A model for notification systems evaluation—assessing user goals for multitasking activity

D. Scott McCrickard, C. M. Chewar, Jacob P. Somervell, Ali Ndiwalana

December 2003 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 10 Issue 4

Publisher: ACM Press

Full text available: pdf(218.73 KB) Additional Information: full citation, abstract, references, citings, index terms

Addressing the need to tailor usability evaluation methods (UEMs) and promote effective reuse of HCI knowledge for computing activities undertaken in divided-attention situations, we present the foundations of a unifying model that can guide evaluation efforts for notification systems. Often implemented as ubiquitous systems or within a small portion of the traditional desktop, notification systems typically deliver information of interest in a parallel, multitasking approach, extraneous or supp ...

Keywords: Peripheral systems, claims reuse, design model, usability

15 Papers: novel 2D interaction: The kinetic typography engine: an extensible system for animating expressive text

Johnny C. Lee, Jodi Forlizzi, Scott E. Hudson

October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available: pdf(681.10 KB) mov(444.00 bytes) wmv (444.00 bytes) Additional Information: full citation, abstract, references, citings, index terms

Kinetic typography --- text that uses movement or other temporal change --- has recently emerged as a new form of communication. As we hope to illustrate in this paper, kinetic typography can be seen as bringing some of the expressive power of film --- such as its ability to convey emotion, portray compelling characters, and visually direct attention --- to the strong communicative properties of text. Although kinetic typography offers substantial promise for expressive communications, it ...

Keywords: automating animation effects, dynamic text, kinetic typography, time-based presentation

16 Techniques for on-screen shapes, text and handwriting: The kinedit system: affective messages using dynamic texts

Jodi Forlizzi, Johnny Lee, Scott Hudson

April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available: pdf(1.47 MB) Additional Information: full citation, abstract, references, citings, index terms

Kinetic (dynamic) typography has demonstrated the ability to add significant emotive content and appeal to expressive text, allowing some of the qualities normally found in film and the spoken word to be added to static text. Kinetic typography has been widely and successfully used in film title sequences as well as television and computer-based advertising. However, its communicative abilities have not been widely studied, and its

potential has rarely been exploited outside these areas. This is ...

Keywords: editing tools, expressive communications, kinetic typography

17 Late breaking results: short papers: Flipper: a new method of digital document navigation

Liyang Sun, François Guimbretière
April 2005 **CHI '05 extended abstracts on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(225.50 KB) Additional Information: full citation, abstract, references, index terms

Page flipping is an important part of paper-based document navigation. However this affordance of paper document has not been fully transferred to digital documents. In this paper we present Flipper, a new digital document navigation technique inspired by paper document flipping. Flipper combines speed-dependent automatic zooming (SDAZ) [6] and rapid serial visual presentation (RSVP) [3], to let users navigate through documents at a wide range of speeds. It is particularly well adapted to rapid ...

Keywords: RSVP, SDAZ, flipping, scrolling, visual search

18 Session 2: Passive capture and ensuing issues for a personal lifetime store

Jim Gemmell, Lyndsay Williams, Ken Wood, Roger Lueder, Gordon Bell
October 2004 **Proceedings of the the 1st ACM workshop on Continuous archival and retrieval of personal experiences**
Publisher: ACM Press
Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references, index terms

Passive capture lets people record their experiences without having to operate recording equipment, and without even having to give recording conscious thought. The advantages are increased capture, and improved participation in the event itself. However, passive capture also presents many new challenges. One key challenge is how to deal with the increased volume of media for retrieval, browsing, and organizing. This paper describes the SenseCam device, which combines a camera with a number o ...

Keywords: MyLifeBits, SenseCam, database, multimedia, photo

19 Case studies: information visualization and user interaction: An evaluation of information visualization in attention-limited environments

Jacob Somervell, D. Scott McCrickard, Chris North, Maulik Shukla
May 2002 **Proceedings of the symposium on Data Visualisation 2002 VISSYM '02**
Publisher: Eurographics Association
Full text available: pdf(187.09 KB) Additional Information: full citation, abstract, references, citings

People often need to quickly access or maintain awareness of secondary information while busy with other primary tasks. Information visualizations provide rapid, effective access to information, but are generally designed to be examined by users as the primary focus of their attention. The goal of this research is to discover how to design information visualizations intended for the periphery and to understand how quickly and effectively people can interpret information visualizations while they ...

20 Mobile interfaces: eyeLook: using attention to facilitate mobile media consumption

Connor Dickie, Roel Vertegaal, Changuk Sohn, Daniel Cheng
October 2005 **Proceedings of the 18th annual ACM symposium on User interface software and technology UIST '05**
Publisher: ACM Press
Full text available: pdf(1.70 MB) Additional Information: full citation, abstract, references, index terms

One of the problems with mobile media devices is that they may distract users during critical everyday tasks, such as navigating the streets of a busy city. We addressed this issue in the design of eyeLook: a platform for attention sensitive mobile computing. eyeLook appliances use embedded low cost eyeCONTACT sensors (ECS) to detect when the user looks at the display. We discuss two eyeLook applications, seeTV and seeTXT, that facilitate courteous media consumption in mobile contexts by using t ...

Keywords: attentive user interfaces, context-aware computing, eye tracking, mobile computing, ubiquitous computing

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